In the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

1. (Currently Amended) A method for improving the legibility of an application written for a lower pixel density monitor and displayed on a higher pixel density monitor, wherein the screen resolution of the higher pixel density monitor is set to a native resolution, the method comprising the steps of:

receiving a first input signal from a user, the first input signal comprising a user request to change the screen resolution;

saving original coordinates of a foreground window in response to the first input signal; and

programmatically changing the screen resolution in one atomic step from the native resolution to a lower resolution in response to the first input signal;

wherein the native resolution is at least 33% greater in pixel density than the lower resolution.

2. (Previously Presented) The method of claim 1, further comprising the steps of:

receiving a second input signal from a user; and

programmatically changing the screen resolution in one atomic step from the lower resolution to the native resolution in response to the second input signal.

3. (Previously Presented) The method of claim 1, wherein receiving a first input signal from a user comprises monitoring a keyboard input queue.

4. (Original) The method of claim 3, wherein monitoring a keyboard input queue comprises:

determining whether the keyboard input queue contains the first input signal; and

removing the first input signal from the keyboard input queue in response to the first input signal.

5. (Previously Presented) The method of claim 2, wherein receiving a second input signal from a user comprises the step of monitoring a keyboard input queue.

6. (Original) The method of claim 5, wherein monitoring a keyboard input queue comprises:

determining whether the keyboard input queue contains the second input signal; and

removing the first input signal from the keyboard input queue in response to the second input signal.

7. (Previously Presented) The method of claim 1, wherein receiving a first input signal from a user comprises receiving a hot key sequence.

8. (Previously Presented) The method of claim 2, wherein receiving a second

input signal from a user comprises receiving a hot key sequence.

9. (Currently Amended) The method of claim 2, further comprising the steps of:

moving [[a]] the foreground window to a screen origin in response to the first

signal; and

~~saving original coordinates of the foreground window in response to the first~~

~~signal~~.

10. (Original) The method of claim 9, further comprising the steps of:

moving the foreground window to the position specified by the original

coordinates in response to the second signal; and

discarding the original coordinates.

11. (Original) The method of claim 2, further comprising the steps of:

moving a foreground window to a screen origin in response to the first signal;

saving original coordinates of the foreground window in response to the first

signal; and

storing a unique identifier of the foreground window.

12. (Original) The method of claim 11, further comprising the steps of:

moving the foreground window identified by the unique identifier to the position

specified by the original coordinates in response to the second signal; and

discarding the original coordinates and the unique identifier.

13. (Original) The method of claim 1, wherein programmatically changing the

screen resolution in one atomic step from the native resolution to a lower resolution in

response to the first input signal comprises:

determining if the native resolution is a first resolution; and

if the native resolution is the first resolution, changing the screen resolution in one

atomic step from the native resolution to the lower resolution in response to the first input

signal.

14. (Original) The method of claim 13, further comprising:

determine a first difference between the native resolution and the first resolution;

determine a second difference between the native resolution and the lower

resolution;

if the first difference is greater than the second difference, changing the screen

resolution in one atomic step from the native resolution to the first resolution; and if the

second difference is greater than the first different, changing the screen resolution in one

atomic step from the native resolution to the lower resolution.

15. (Original) The method of claim 2, wherein programmatically changing the

screen resolution in one atomic step from the lower resolution to the native resolution in

response to the second input signal comprises:

determining if the lower resolution is a second resolution; and

if the lower resolution is the second resolution, changing the screen resolution in one atomic step from the lower resolution to the native resolution in response to the second input signal.

16. (Original) The method of claim 15, further comprising:

determining a first difference between the lower resolution and the second resolution; determine a second difference between the lower resolution and the native resolution;

if the first difference is greater than the second difference, changing the screen resolution in one atomic step from the lower resolution to the second resolution; and

if the second difference is greater than the first difference, changing the screen resolution in one atomic step from the lower resolution to the native resolution.

17. (Currently Amended) A system for improving the legibility of an application written for a lower pixel density monitor and displayed on a higher pixel density monitor, wherein the screen resolution of the higher pixel density monitor is set to a native resolution, comprising:

means for receiving a first input signal from a user, the first input signal comprising a user request to change the screen resolution;

saving original coordinates of a foreground window in response to the first signal; and

means for programmatically changing the screen resolution in one atomic step

from the native resolution to a lower resolution in response to the first input signal;

wherein the native resolution is at least 33% greater in pixel density than the

lower resolution.

18. (Currently Amended) A machine-readable medium having instructions stored

thereon for execution by a processor to perform a method for improving the legibility of

an application written for a lower pixel density monitor and displayed on a higher pixel

density monitor, wherein the screen resolution of the higher pixel density monitor is set to

a native resolution, the method comprising the steps of:

receiving a first input signal from a user, the first input signal comprising a user

request to change the screen resolution;

saving original coordinates of a foreground window in response to the first signal;

and

programmatically changing the screen resolution in one atomic step from the

native resolution to a lower resolution in response to the first input signal;

wherein the native resolution is at least 33% greater in pixel density than the

lower resolution.

19. (Original) The method of claim 1, wherein programmatically changing the

screen resolution in one atomic step from the native resolution to a lower resolution in

response to the first input signal comprises programmatically changing the screen

resolution without interleaving access by another process from the native resolution to a

lower resolution in response to the first input signal.

20. (Original) The method of claim 1, wherein programmatically changing the

screen resolution in one atomic step from the native resolution to a lower resolution in

response to the first input signal comprises programmatically changing the screen

resolution without further user intervention from the native resolution to a lower

resolution in response to the first input signal.